

# ANDREW BLOYCE

Developer & UI/UX Designer | 0416 543 812 | andrewbloyce.com

## PERSONAL STATEMENT

I'm a developer with a strong focus on user interfaces. I have experience working with React and with the JAMstack, however I can quickly adjust to any JavaScript based technology stack. I am also a capable designer and user advocate, always searching for ways to streamline the customer experience. I am motivated toward providing delightful experiences for users while using modern, lightweight technology.

## PROFICIENCIES

|                                      |                           |
|--------------------------------------|---------------------------|
| </> React (Incl Hooks + Context API) | </> Gatsby                |
| </> JavaScript (ES5, ES6+)           | </> Figma                 |
| </> CSS in JS                        | </> Wireframing           |
| </> CSS / LESS / SCSS                | </> High Fidelity Mockups |
| </> HTML                             | </> Prototyping           |
| </> Node.js                          | </> Interaction Design    |
| </> Git/Github                       | </> Client Communication  |
| </> GraphQL                          | </> Product Design        |

## RECENT EMPLOYMENT

Senior Product Designer | Tanda

**December 2020 - Present**

In my role at Tanda I have worked on all aspects of the Product Design process including: research, user interviews, wireframing, high-definition designing and prototyping. I have also continued with many of the duties of a front-end developer, including writing, testing, and debugging code. One of the largest pieces of work at Tanda included developing their design system from scratch and beginning to implement the components in the codebase.

## Software Developer | Orange Sky

**January 2020 - December 2020**

Orange Sky provides laundry services to people experiencing homelessness. I worked on the internal volunteer management service along with a SaaS platform called Campfire. Some notable achievements while working at Orange Sky include navigating several successful projects throughout the entire design/development process (including UI/UX, designs, and front end development) and pioneering the adoption of the 'Shape Up' method of work throughout the Orange Sky Tech team.

## Programmer | Jumbo Interactive

**January 2019 - January 2020**

Jumbo is an ASX listed digital retailer of Australian lotteries including OzLotto, Powerball, Mater Prize Homes, and many more. In my role as Programmer I worked on a cross-functional agile team focussing primarily on the web platforms for OzLotteries and other lottery providers. Some of my notable achievements include being one of only two front end developers that launched the Set For Life lottery product, and implementing a UI/UX change for Mater Lotteries that increased conversion from 7.2% to 8.9% - equating to around \$600,000 in extra revenue for Mater to use on research and care.

## Front End Web Developer | Neto Ecommerce

**March 2017 - March 2019**

As a Front End Web Developer at Neto I worked on a large range of projects including: designing websites using Figma and other graphical software, coding up ecommerce websites based on existing designs, scoping and quoting for custom work, fixing bugs, and implementing website tweaks. During my time at Neto I created 2 premium website themes that are now sold on the Neto webstore - both significant coding works completed in my own time.

## Freelance Web Developer

**Jan 2016 - March 2017**

While honing my skills as a developer I operated in a freelance capacity under the name of Cake Web Solutions. I primarily developed static HTML/CSS/JS websites or used Wordpress if the client required a more complex setup. Through freelancing I greatly refined my web development skills as well as gaining valuable knowledge about client management. I had the opportunity to work with clients like Ballistic Beer and the New Groove Jazz Ensemble.